Amendments to the Claims:

1 -23. (Canceled)

24.   (Currently Amended) A method of messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, comprising:

 starting a client on a device selected from the group consisting of the wireless mobile terminal and the networked computer, the client for communicating messages in a push-to-talk (PTT) mode;

 the client sending a login message to a server located outside of the wireless carrier network, the server communicating with the client by way of a packet network;

 the server establishing a communication session with the client in response to receiving the login message;

 at the device, selecting one or more recipients for a PTT message, the recipients including the other device from the group consisting of the wireless mobile terminal and the networked computer;

 sending the PTT message to the server by way of the packet network using a push-to-talk function provided by the client; and

 determining the availability of each of the recipients to currently receive the PTT message; and

 the server selectively forwarding the PTT message to the recipients that are available and storing the PPT message for later delivery to unavailable recipients, based on the respective availability of each of the recipients.

25.   (Currently Amended) The method of claim 24, wherein the PTT message is selected from the group consisting of a voice message, a text message, and a combination of the foregoing.

26.   (Currently Amended) The method of claim 24, further comprising:

 the server forwarding the PTT message to an external email system server.

27.   (Currently Amended) The method of claim 24, further comprising:

the server forwarding the <u>PTT</u> message to an external instant messaging (IM) system ~~service~~.

28.   (Currently Amended) The method of claim 24, wherein the <u>PTT</u> message includes streaming voice.

29 - 38. (Canceled)

39.   (Previously presented) A computer program product stored on a computer-readable medium for permitting messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline packet network, comprising:

program code means for establishing a communication session with a server for communicating with the wireless mobile terminal and networked computer by way of a packet network, the communication session involving the transfer of voice and text messages between the wireless mobile terminal and the networked computer;

program code means for presenting a user interface for composing a text message;

program code means for presenting a user interface for selecting one or more message recipients to receive messages during the communication session, the message recipients including the wireless mobile terminal and the networked computer;

program code means for allowing a user to record and send a voice message to the message recipients via the server using a push-to-talk mode; and

program code means for allowing the user to send the text message the message recipients via the server using instant messaging; and

program eode means for displaying at the wireless mobile terminal and the networked computer the text message and an indicia of the voice message in a single displayed conversation thread.

40.   (Original) The computer program product of claim 39, further comprising:

program code means for sending the voice message as streaming voice.

41.   (Canceled)

42.   (Original) The computer program product of claim 39, further comprising:
program code means for playing voice messages received from the server.

43.   (Original) The computer program product of claim 39, further comprising:
program code means for displaying text messages received from the server.

44.   (Original) The computer program product of claim 39, further comprising:
program code means for accessing a list of message recipients stored at the server.

45.   (Currently Amended) A wireless mobile terminal for operating on a wireless
carrier network, comprising:
        a display screen;
        a memory for storing program code;
        a processor, operatively coupled to the memory and the display screen, for
executing the program code;
        program code stored in the memory for establishing a communication session
with a server capable of forwarding messages to a networked computer located on a
wired network by way of a packet network;
        program code stored in the memory for recording a voice message;
        program code stored in the memory for accessing a list of potential message
recipients stored at the server;
        program code stored in the memory for displaying the list on the display screen;
        program code stored in the memory for presenting on the display screen a
graphical user interface for selecting one or more message recipients from the list
displayed on the display screen stored at the server, the message recipients including the
networked computer; and

program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

46.   (Original) The wireless mobile terminal of claim 45, further comprising:

program code stored in the memory for presenting a user interface for composing a text message; and

program code stored in the memory for sending the text message to the server for delivery to the message recipients.

47.   (Original) The wireless mobile terminal of claim 45, further comprising:

program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.

48.   (Original) The wireless mobile terminal of claim 45, further comprising:

a speaker; and

program code stored in the memory for playing voice messages received from the server on the speaker.

49.   (Currently Amended) The wireless mobile terminal of claim 45, further comprising:

~~a display; and~~

program code stored in the memory for displaying text messages received from the server on the display screen.

50.   (Cancelled)

51.   (Currently Amended) A networked device for operating on a wired packet network, comprising:

a network interface;

a display screen;

a memory for storing program code;

a processor, operatively coupled to the memory, the display screen and the network interface, for executing the program code;

program code stored in the memory for establishing a communication session with a server through the network interface, the server being capable of forwarding messages to a wireless mobile terminal operating on a wireless carrier network;

program code stored in the memory for recording a voice message;

program code stored in the memory for accessing a list of potential message recipients stored at the server;

program code stored in the memory for displaying the list on the display screen;

program code stored in the memory for presenting on the display screen a graphical user interface for selecting one or more message recipients from the list displayed on the display screen stored at the server, the message recipients including the wireless mobile terminal; and

program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

52. (Original) The networked device of claim 51, further comprising:

program code stored in the memory for presenting a user interface for composing a text message; and

program code stored in the memory for sending the text message to the server for delivery to the message recipients.

53. (Original) The networked device of claim 51, further comprising:

program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.

54. (Original) The networked device of claim 51, further comprising:

a speaker; and

program code stored in the memory for playing voice messages received from the server on the speaker.

55. (Currently Amended) The networked device of claim 51, further comprising: ~~a display; and~~

program code stored in the memory for displaying text messages received from the server on the display <u>screen</u>.

56 - 64. (Canceled)

65. (New) A system for messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, comprising:

a client software application resident on a device selected from the group consisting of the wireless mobile terminal and the networked computer, the client for communicating messages in a push-to-talk (PTT) mode;

means for sending a login message from the device to a server located outside of the wireless carrier network, the server communicating with the client by way of a packet network;

means, included in the server, for establishing a communication session with the client in response to receiving the login message;

means, included in the device, for selecting one or more recipients for a PTT message, the recipients including the other device from the group consisting of the wireless mobile terminal and the networked computer;

means for sending the PTT message from the device to the server by way of the packet network using a push-to-talk function provided by the client;

means for determining the availability of each of the recipients to currently receive the PTT message; and

means, included in the server, for selectively forwarding the PTT message to the recipients that are available and storing the PPT message for later delivery to unavailable recipients, based on the respective availability of each of the recipients.

66. (New) The method of claim 26, further comprising:

storing, at the server, a user ID and user password useable for logging into the external email system, the user ID and user password allowing access to an external email service account of a PTT message sender sending the PPT message from the client;

determining that an intended recipient of the PTT message is an email client of the external email system;

the server automatically logging into the external email system as a proxy on behalf of the PTT message sender using the message sender's stored user ID and user password; and

forwarding the PTT message to the email client using the message sender's external email service account.

67. (New) The method of claim 27, further comprising:

storing, at the server, a user ID and user password useable for logging into the external IM system, the user ID and user password allowing access to an external IM service account of a PTT message sender sending the PPT message from the client;

determining whether an intended recipient of the PTT message is an IM client of the external IM system;

the server automatically logging into the external IM system as a proxy on behalf of the PTT message sender using the message sender's stored user ID and user password; and

forwarding the PTT message to the IM client using the message sender's external IM service account.

68. (New) The method of claim 67, further comprising:

transcoding the PTT message into a digitized voice message formatted for playback using a predetermined web browser multimedia plugin;

storing the digitized voice message in a voice message database;

assigning a universal resource locator (URL) to the stored digitized voice message;

imbedding the URL in a text message; and

sending the text message imbedding the URL to the IM client.

69.   (New) The method of claim 24, further comprising:

the client periodically sending a keep-alive message to the server for maintaining as active the communication session between the server and the client.